

1 CLAIMS

2 1. A game console, comprising:
3 a memory;
4 a processor; and
5 a console application stored in memory and executable on the processor,
6 the console application restricting access to content based on a parental control
7 setting.

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9 2. A game console as recited in claim 1 wherein the parental control
10 setting is associated with a particular media type.

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12 3. A game console as recited in claim 1 wherein the parental control
13 setting is associated with a rating system used in a country for which the game
14 console is configured.

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16 4. A game console as recited in claim 1 wherein the console application
17 restricts access to content based on a plurality of parental control settings, each of
18 the plurality of parental control settings is associated with a particular media type.

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20 5. A game console as recited in claim 1 wherein the parental control
21 setting is associated with game content.

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23 6. A game console as recited in claim 1 wherein the parental control
24 setting is associated with audio content.
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1 7. A game console as recited in claim 1 wherein the parental control
2 setting is associated with video content.

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4 8. A game console as recited in claim 1 wherein the parental control
5 setting is associated with online content.

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7 9. A game console as recited in claim 1 wherein the memory comprises
8 a hard disk drive.

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10 10. A game console as recited in claim 1 wherein the console
11 application presents a user interface that allows entry of at least one parental
12 control setting.

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14 11. A game console as recited in claim 1 wherein the console
15 application presents a user interface that allows entry of a game content parental
16 control setting, an audio content parental control setting, a video content parental
17 control setting, and an online content parental control setting.

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19 12. A game console as recited in claim 1 wherein the console
20 application presents a user interface that allows entry of a password associated
21 with at least one parental control setting.
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1 **13.** A method comprising:
2 identifying content to be executed on a game console;
3 identifying a parental control setting;
4 analyzing the content to be executed on the game console using the parental
5 control setting; and
6 executing the content on the game console if the content satisfies the
7 parental control setting.

8
9 **14.** A method as recited in claim 13 wherein the content to be executed
10 on the game console is game content.

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12 **15.** A method as recited in claim 13 wherein the content to be executed
13 on the game console is audio content.

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15 **16.** A method as recited in claim 13 wherein the content to be executed
16 on the game console is video content.

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18 **17.** A method as recited in claim 13 wherein analyzing the content
19 includes determining a rating associated with the content and comparing that
20 rating to the parental control setting.

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22 **18.** A method as recited in claim 13 wherein the parental control setting
23 is associated with the type of content to be executed on the game console.

1 19. A method as recited in claim 13 wherein identifying the parental
2 control setting includes identifying the parental control setting associated with the
3 type of content to be executed on the game console.

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5 20. A method as recited in claim 13 further including forgoing
6 execution of the content on the game console if the content fails to satisfy the
7 parental control setting.

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9 21. A method as recited in claim 13 further including generating a
10 message indicating unacceptable content if the content does not satisfy the
11 parental control setting.

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13 22. One or more computer-readable media comprising computer-
14 executable instructions that, when executed, perform the method as recited in
15 claim 13.

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17 23. A method comprising:
18 identifying a type of content to be accessed by a game console;
19 identifying a parental control setting associated with the type of content to
20 be accessed by the game console;
21 analyzing the content to be accessed by the game console using the
22 identified parental control setting; and
23 allowing the game console to access the content if the content satisfies the
24 identified parental control setting.
25

1 24. A method as recited in claim 23 wherein the type of content to be
2 accessed by the game console is game data.

3
4 25. A method as recited in claim 23 wherein the type of content to be
5 accessed by the game console is audio data.

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7 26. A method as recited in claim 23 wherein the type of content to be
8 accessed by the game console is video data.

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10 27. A method as recited in claim 23 wherein the type of content to be
11 accessed by the game console is online data.

12
13 28. One or more computer-readable media comprising computer-
14 executable instructions that, when executed, perform the method as recited in
15 claim 23.

16
17 29. A user interface for a game console, comprising:
18 a main menu configured to identify different media types that may be
19 played by the game console; and
20 a parental control settings menu accessible from the main menu to allow a
21 user to set various content restrictions for each of the different media types that
22 may be played by the game console.

1 **30.** A user interface as recited in claim 29 wherein the different media
2 types that may be played by the game console include a game media type, a music
3 media type, and a movie media type.

4
5 **31.** A user interface as recited in claim 29 wherein the parental control
6 settings menu further allows a user to set a password to prevent unauthorized
7 modification of the parental control settings.

8
9 **32.** A user interface for a game console, comprising:
10 a range indicator that identifies a range of content restriction levels; and
11 a control movable relative to the range indicator to select a particular
12 content restriction level.

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14 **33.** A user interface as recited in claim 32, further comprising a first
15 display region to identify a particular media type that may be played by the game
16 console, the range indicator being adapted to identify ranges of content restriction
17 levels for the media type identified in the first display region.

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19 **34.** A user interface as recited in claim 32, further comprising a second
20 display region to identify a summary of the content restriction for the currently
21 selected content restriction level.
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1 35. A computer-readable medium for a game console comprising
2 computer-executable instructions that, when executed, cause the game console to:
3 identify content to be played by the game console;
4 identify a parental control setting associated with the identified content;
5 determine whether the identified content satisfies the parental control
6 setting; and
7 playing the identified content if the identified content satisfies the parental
8 control setting

9
10 36. A computer-readable medium as recited in claim 35 wherein the
11 identified content to be played by the game console is selected from a group of
12 media types comprising game data, audio data, and video data.

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14 37. A computer-readable medium as recited in claim 35 wherein the
15 instructions further cause the game controller to modify the parental content
16 settings after a user enters a valid password associated with the parental content
17 settings.

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